

HERO QUEST™

Grim Shadows

Q U E S T

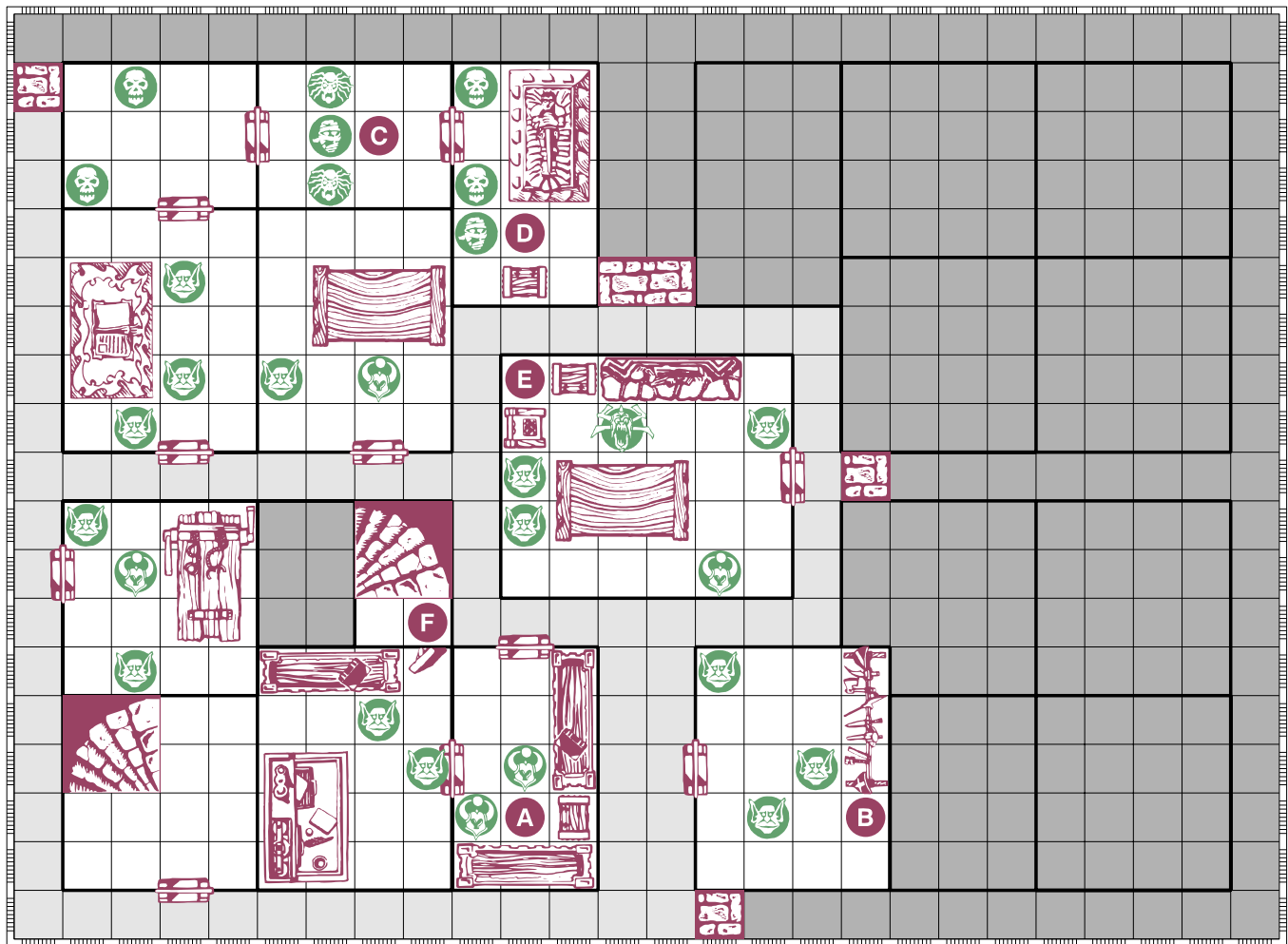


B O O K

Grim Shadows

*T*he Heroes have been hired by Molly Mittens who is convinced that an unseen entity is out to kill her. A learned lady the Heroes are to guard her while she searches for clues or a solution to what is happening to her.

After trudging around with her for a few days to the local libraries the Heroes become complacent thinking that their new client just might be crazy.



Quest 1

The Haunts

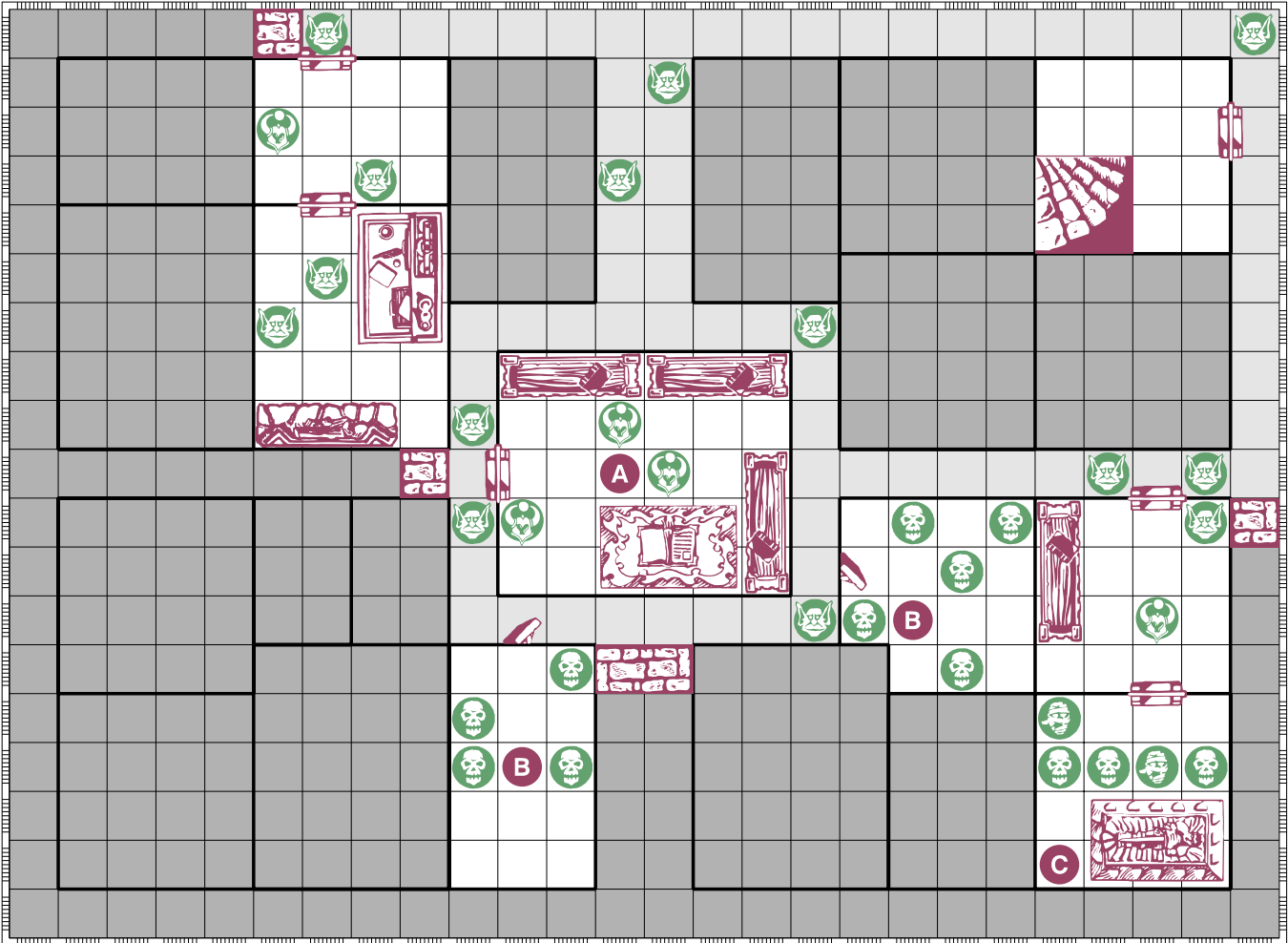
One evening Molly Mittens gathers her things and announces that the party is off to the great graveyard. It is said that, hidden deep within the complex where no mortal has been in eons there are rumored to be 4 ancient tomes that might be of

use. Unfortunately Verag the Gargoyle has taken over this catacomb and is using it for his foul rights to resurrect a demon. He just so happens to be looking for a pale white haired girl...looks like one has stumbled onto his door step.

NOTES:

- A** When this room is searched for treasure the Heroes will find the 4 ancient tomes scattered throughout the room.
- B** These weapons are rusted and of no use to the Heroes.
- C** C. This Mummy is a guardian to Fellmarg's tomb. He rolls an extra combat dice in Attack and Defense.
- D** Fellmarg's tomb contains battered armor +1D +1 HP, a black sword and a skull necklace. Fellmarg was a great warrior who guarded an ancient tower lost to history, it was rumored that Fellmarg turned into a fiery beast and back again before he died. Taking no chances he was sealed in this tomb.
- E** This is the Gargoyle Verag he rolls skulls for defense. When he has one hit point left he will kidnap Molly and disappear.
- F** This is the secret door to the next level. It may only be opened by moonlight. After it is opened a sinister voice announces itself as the Grim. It elaborates that it must now help the Heroes recover Ms. Mittens so it can kill her itself! Thou clouted tardy moldwarp!

Wandering Monster in this Quest: None



The Dread Corridors

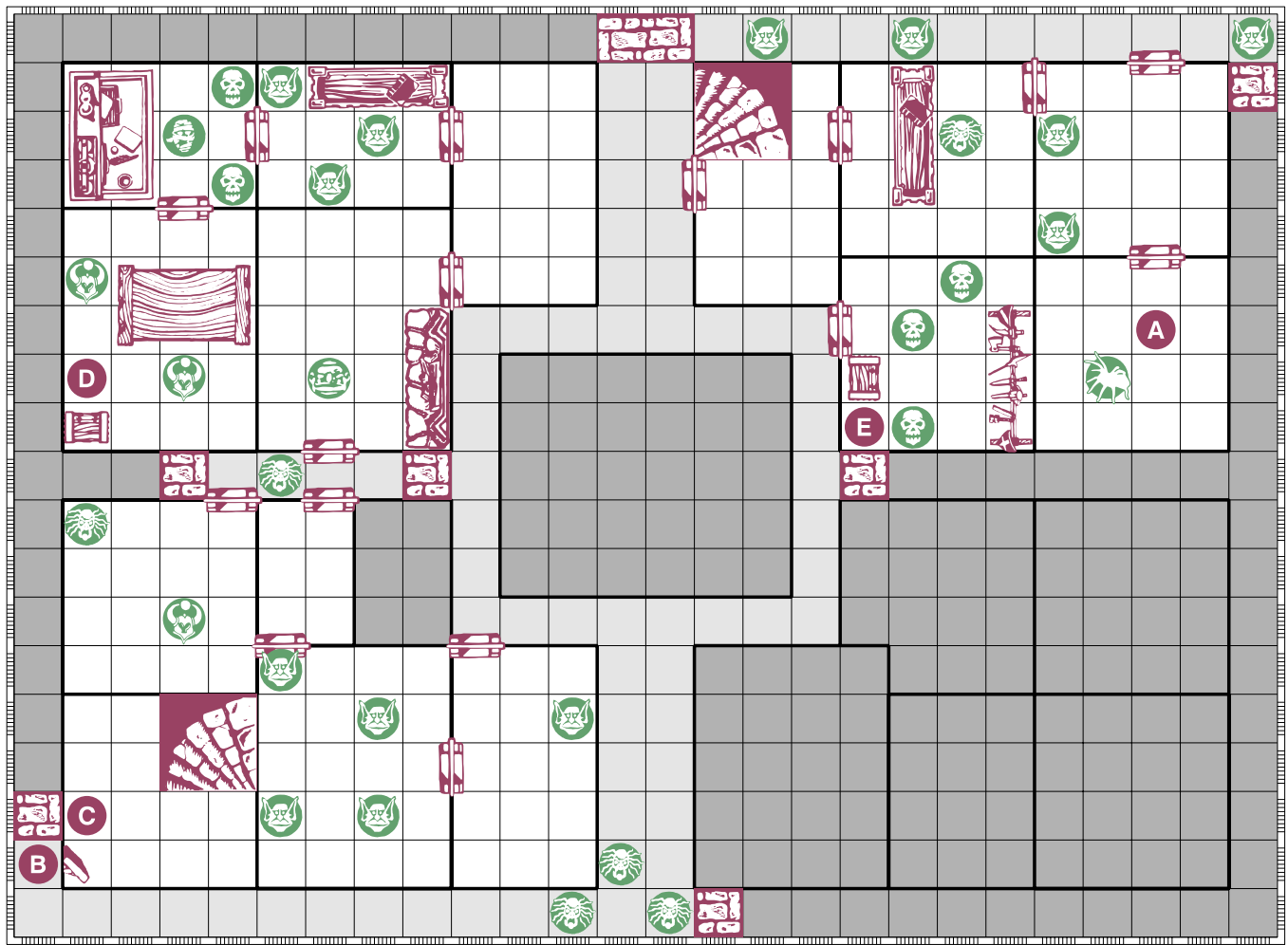
The Grim is that thing you see out of the corner of your eye that startles you when you are alone, or that thing you know is out there when you are in the woods. It is something malevolent, it is intelligent, and charming. Oh yes and it wants to kill you, and it will always haunt your steps. The Grim bids

the Heroes to perform a ritual with the ancient tomes, seeing no other choice the Heroes delve further into the dungeon taking the Grims advice, all the while trying to figure out how to defeat this evil foe.

NOTES:

- A** The Heroes must use the tomes here to perform the ritual. It takes three full turns, and the Chaos Warriors keep resurrecting until it is complete. So hurry up thou churlish swag-brained clack-dish!
- B** These rooms are ambushes that will be sprung at the same time. Showing the content of both rooms as the doors slide open.
- C** The ritual seems to have raised the body that resides in this tomb. He rises up and cackles at the Heroes saying, *"that a skull will listen to a spider."*

Wandering Monster in this Quest: None



Quest 3

Shadows in the Dark

Moving further into the catacombs the Heroes stumble upon something much older living there. Something ancient lurks in the dark, hunting the Heroes as they search for the way to the

disused fane. Ever present is the scuttling sounds from the dark ever dogging the Heroes trail.

NOTES:

- A** A great Spider guards this dungeon. Once the door is opened the Spider will scurry about in the shadows attacking the Heroes from what seems out of nowhere.

- D** This chest contains three draws from the Treasure Deck.

- E** This chest contains two draws from the Treasure Deck.

Stats:

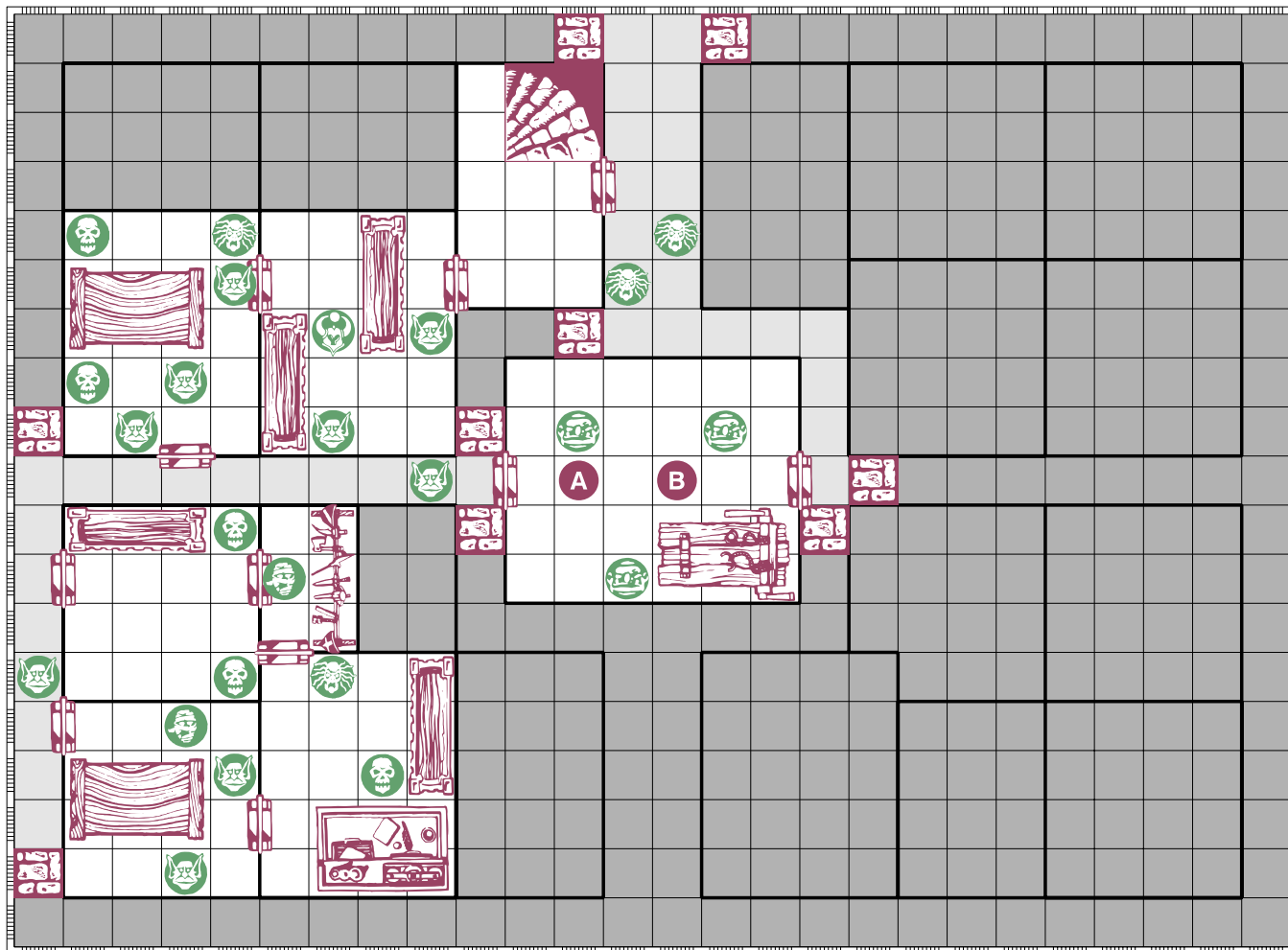
MOVEMENT	ATTACK	DEFEND	BODY	MIND
-	8	6	8	-

It attacks first; also if a Hero takes more than one wound they must roll combat de. If a black shield is rolled their defense will be lowered by one as their armor decomposes into a swarm of cooing lime green spiders which caress them with their tiny limbs.

- B** This door is marked by red runes and will not open.

- C** This room may only be entered if the runes are touched by the Heroes blood. This can be found out by the player with the skull necklace. When the Spider is around they will start hearing voices in their head. They are mostly taunts and insults, but it will also say that the Heroes are too stupid to figure out the trap thou paunchy ill-clawed apple-john!

Wandering Monster in this Quest: None



Quest 4

Murky Games

After escaping the Spider through the barred door the Heroes find themselves in the disused fane. This area has devolved

into a Trolls lair. The Grim says that there is something useful to the Heroes in the Trolls possession.

NOTES:

- A** These Trolls are in the middle of a game, they will immediately bully the Heroes into playing as well.

How it works:

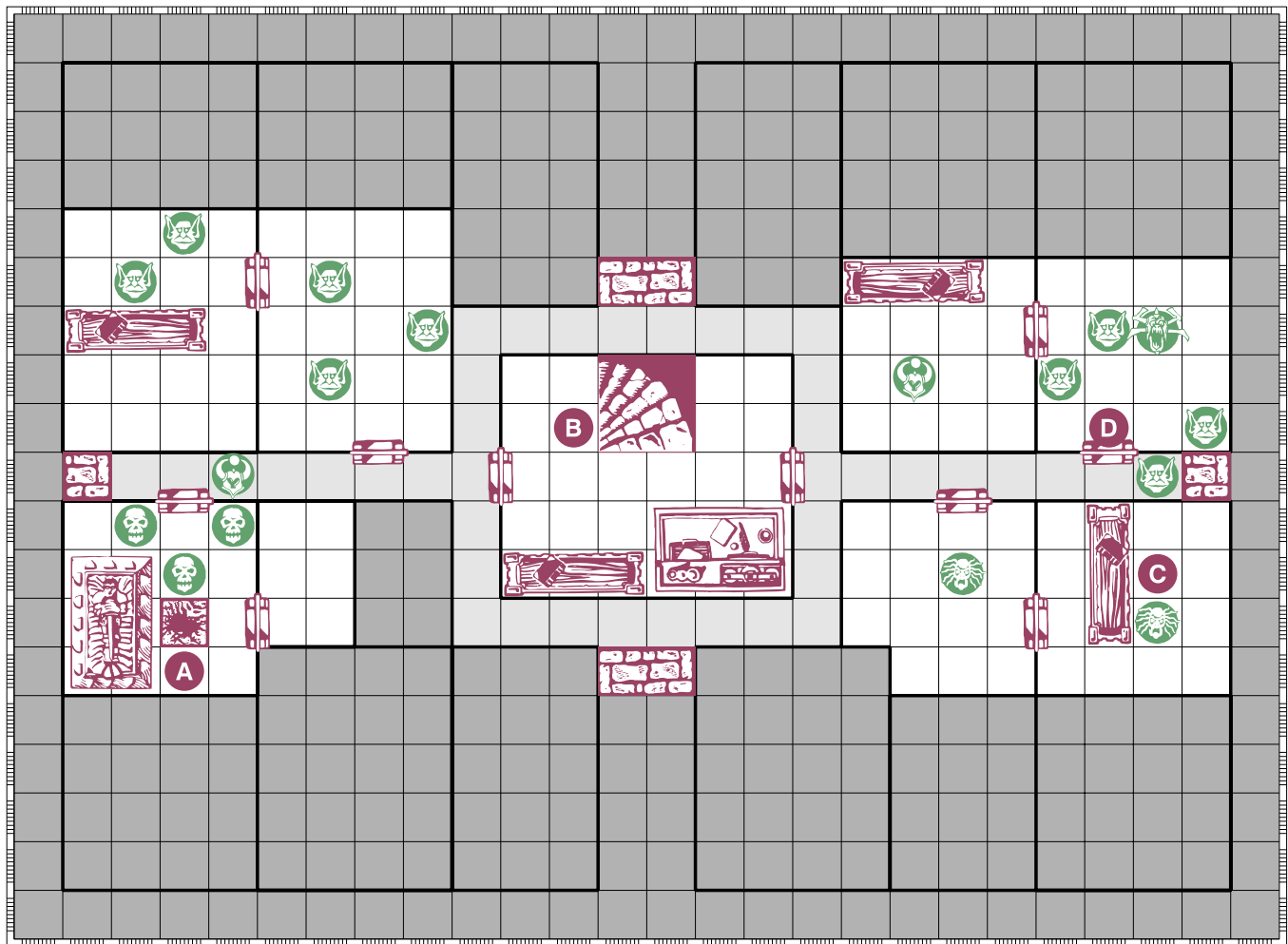
Each Hero and Troll will bet an item or gold, if the Trolls don't like your bet they will let you know. After all bets are made each player rolls a d6 and consults the table.

1. Poor hand, lose item and gain nothing.
2. Weak bet, no one liked your item.
3. Decent hand, keep your item or another.
4. Decent hand, keep your item or another.
5. Good hand, keep your item & 1 other.
6. Win the hand, keep your item & 2 others.

- B** When the Trolls turn hostile and they will, the skull necklace comes to life and glows green, the Hero with Fellmarg's treasures will now be able to use the skills of each item. The skull necklace as you might have already learned can talk to spiders. The sword will transform you. Your features contort and the air crackles with energy. Your eyes turn white and your body sets aflame. The heat and energy cause all creatures to take one point of damage unless saved. This may be used once per quest. The armor now allows you to gain

+1 HP. After the Trolls die the Grim will cackle after nothing is found thou ruttish clay-bellied codpiece! The Heroes realize this thing is just toying with them.

Wandering Monster in this Quest: None



Quest 5

A Grim Trap

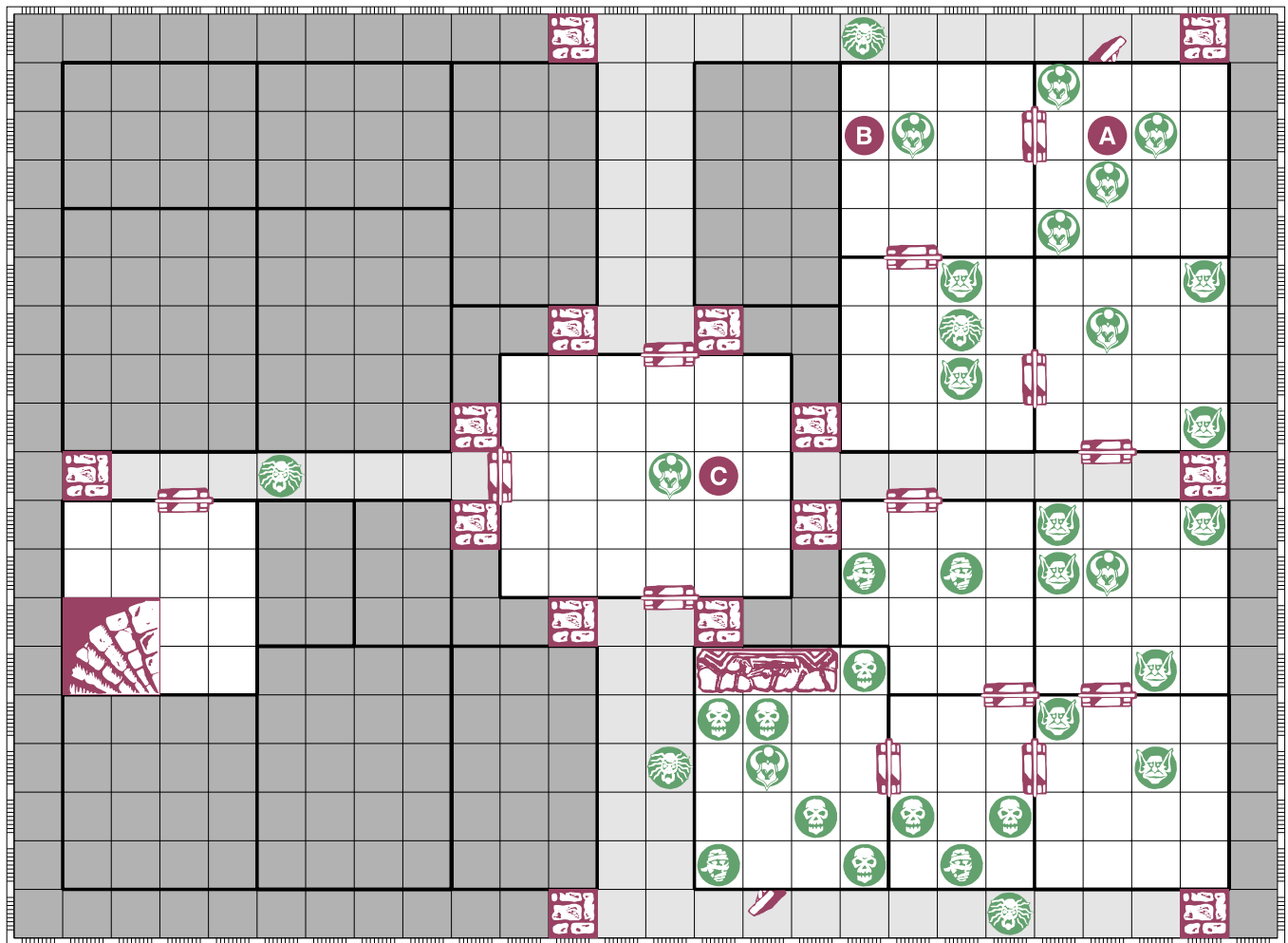
The Heroes have become wary of the Grim, but on the other hand they must trust him as they have no other options. The Grim tells them of another tomb that can be searched in the

ruined reliquary. The party enters to seek out clues for the whereabouts of Molly Mittens.

NOTES:

- A** The tomb is a trap and the whole Quest is a farce setup to hurt one of the Heroes. After leaving they are just not right, and become paranoid of one of the other party members and will not help or assist in fights. Choose the Hero randomly. Thou goatish shard-bitten ratsbane!
- B** Also the Grim will attempt to possess one of the Heroes for a time at the end of the Quest. Roll a d3 that will be how many Quests you will be possessed. However the possession can be turned by an internal battle or exorcism.
- C** This bookcase contains a tome of exorcism, and two draws from the Treasure Deck. Tome side effect after it has been used: A beautiful ghost will appear and ask you to kill its undead body to set it free in the next Quest.
- D** This Gargoyle is a brute he has 2 extra combat dice in Attacks.

Wandering Monster in this Quest: None



Quest 6

The Keeper of Skulls

These corridors are guarded by the keeper of skulls and his black legion. The ghost from the last Quest told of a room deep

in the dungeon where her body is being guarded.

NOTES:

- A** These 4 Chaos Warriors seem to be guarding this room. They take a defensive stance which reduces their attacks by one but raises their defense by 1.
- B** A beautiful blind shrieking girl is chained here. She could be Molly Mitten's twin. She just babbles incoherently. If she is approached she will state: whose arm is this? She is convinced that one of her arms does not belong to her. She will tear and bite at it until it is removed. She then convulses and explodes in the room as a trap causing 1 HP of damage to all in the room. Where she used to be is a great seething mass of tentacles. When it is defeated the paranoid Hero goes back to normal and the beautiful ghost will thank you for setting her free.

Stats:

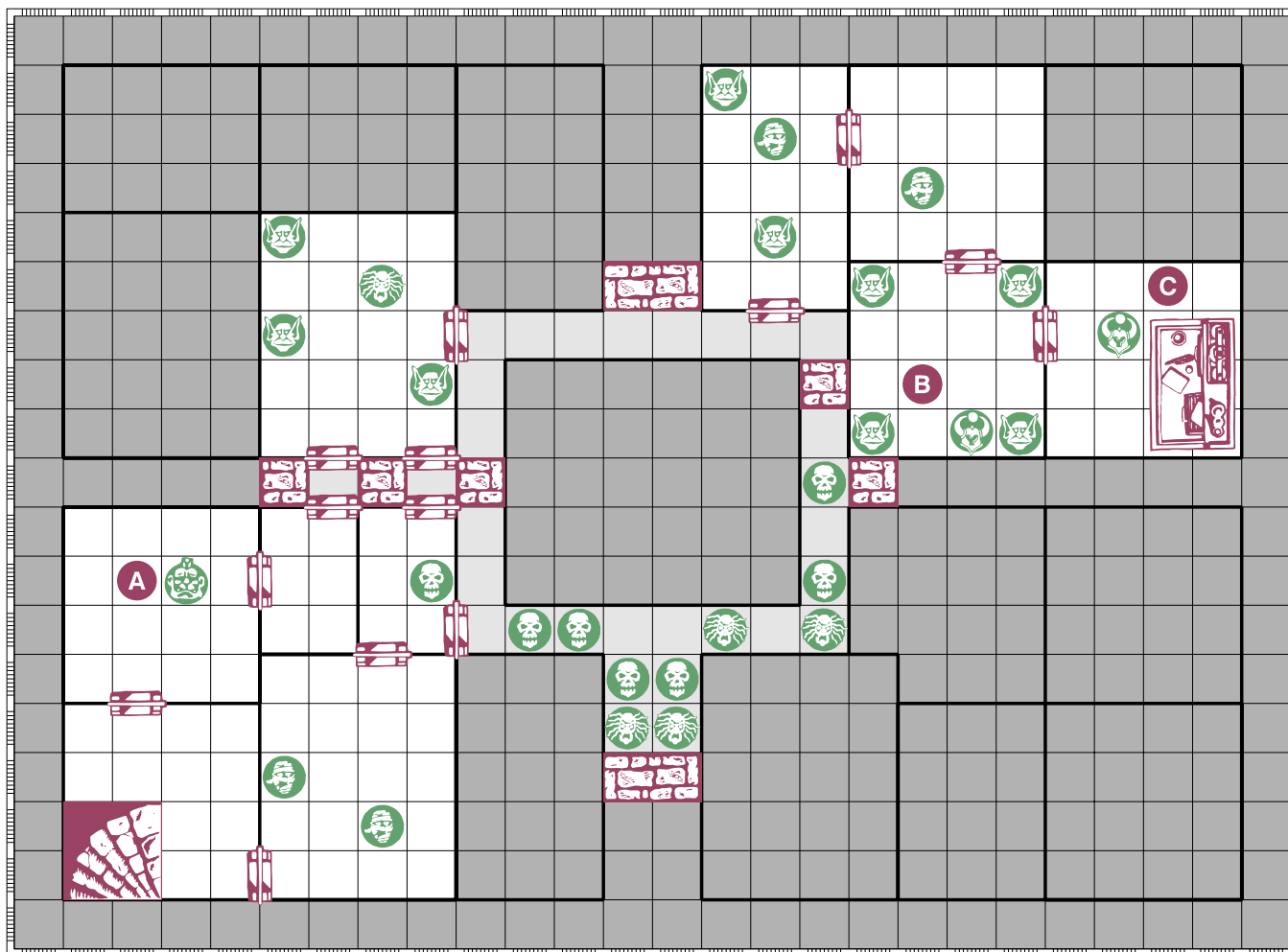
MOVEMENT	ATTACK	DEFEND	BODY	MIND
-	5	5	10	-

- C** This Chaos Warrior has an ominous feel about him. He is known as the keeper of skulls. The Heroes must pass a mind test to engage him in combat. As the Heroes approach the keeper of skulls will mutter some words and with a crack of energy d6 flying skulls will appear. These will surround him in defense.

Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
-	1	1	1	-

Wandering Monster in this Quest: None



Quest 7

The Rescue of Molly Mittens

The Heroes have found where Molly is being held. Will they get there in time? Or will Verag succeed and raise a foul demon?

Only the Heroes actions will tell.

NOTES:

A This Troll is chained and seems to be blocking your path. It defends with skulls.

B As the Heroes enter this room they see Molly screaming on a table.

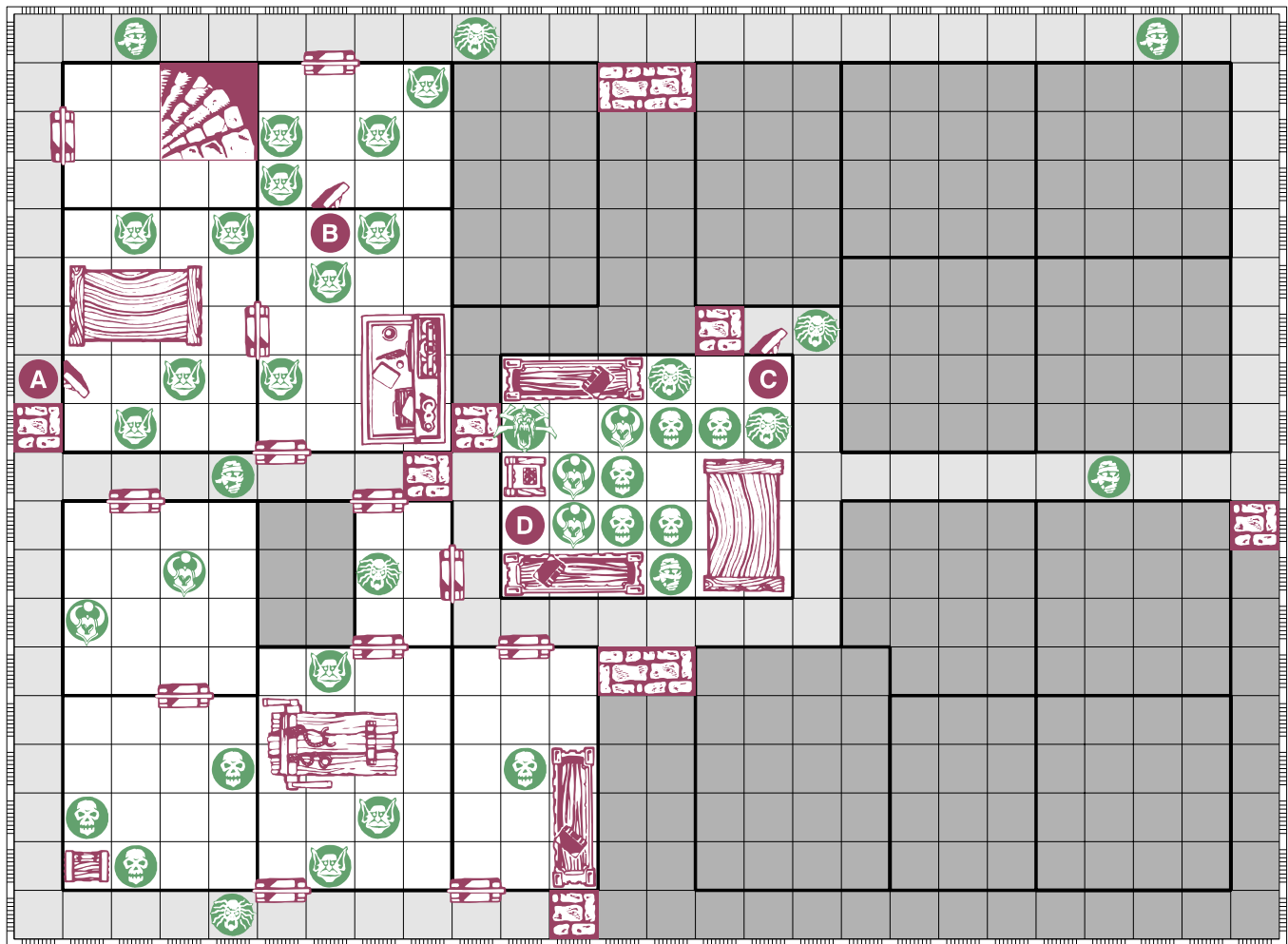
Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
-	1	2	4	4

C When this Chaos Warrior dies he will fall on the desk revealing a hidden cache. Draw two cards from the Treasure Deck.

Wandering Monster in this Quest: None





Quest 9

Verag's Stronghold

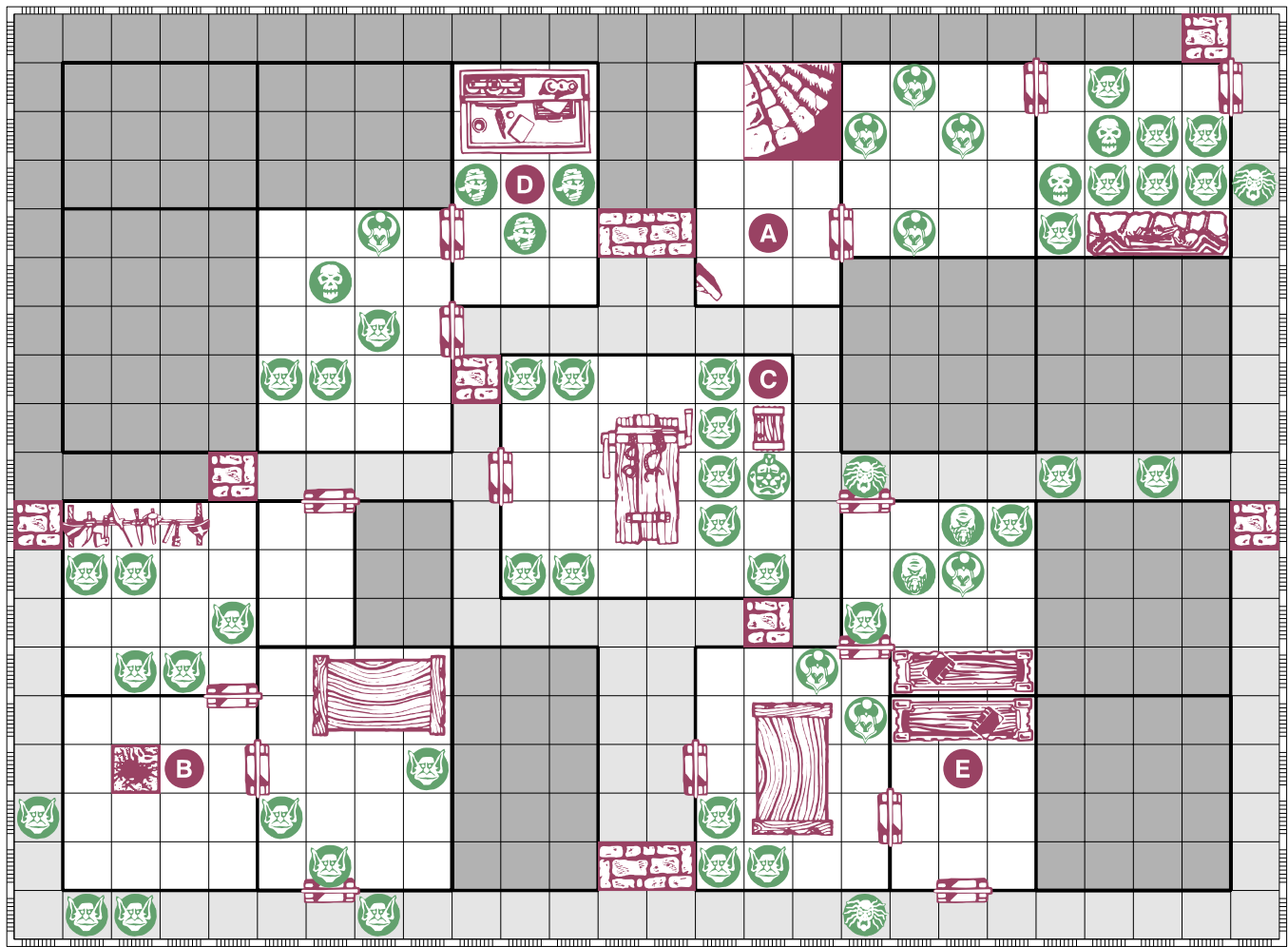
After narrowly escaping the Grim's pursuit the Heroes are now in the stronghold of Verag the Gargoyle. With the way up

blocked by the Grim, the Heroes have no choice but to press on and fight their way out.

NOTES:

- A** This room cannot be found by searching for a secret door but if searched for treasure they will find the keys to holes in the walls
- B** This room cannot be found by searching for a secret door but there seems to be a place in the wall that looks like it could fit a Goblins head perfectly.
- C** Moldy rope on floor with pulley system hidden in shadows unseen when the Heroes argue this out the door will slide open with a loud screeching sound.
- D** Final battle Verag has a full room of monsters. Note how many rounds it takes the Heroes to kill all the other monsters. That is how many extra hit points Verag now has. When he is killed he has the key to killing the Grim death scene: His body explodes in red glowing flash causing 1 HP damage to all in the room but the clanking of something hitting the floor is heard, and when the room clears it is lying there.

Wandering Monster in this Quest: None



Quest 10

The Undying Hall of Abominable Sanctum

This will be the final showdown with the Grim. Protect Molly

Mittens at all costs, even from yourselves. Good luck!

NOTES:

- A** This room has three trip plates one in each of the free corners. If a Hero moves on to one they will hear a grating sound.
- B** When this area is entered the Grim will materialize and be ready for combat. As the combat starts Molly will become spread eagled levitating in the air. Her face will be up as glowing light pours out of her mouth and eyes. The Grim cackles, thou paunchy clotpole! Thou bawdy bum-bailey! Thou mammering boil-kissing skainsmate! You thought you could keep her from me! I will have her and I will use your heads to adorn her body. The whole time Molly is screaming in fear!
- C** This chest contains three draws from the Treasure Deck.
- D** These Mummies all have 1 extra Defense die. Each one will drop a health potion.
- E** When the Heroes search for treasure in this room a book will fall off the shelf. If they pick it up and read it, that's new... Roll on a mutation table.

Wandering Monster in this Quest: None